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(54) Title: MASSIVELY PARALLEL REAL-TIME REMOTE GAMEPLAY

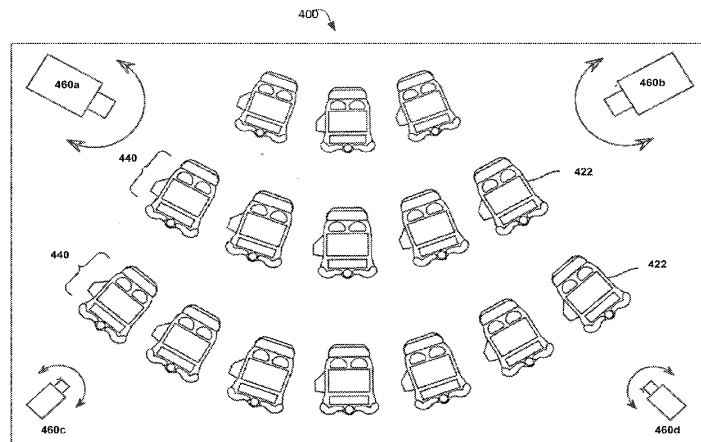


FIG. 4

(57) Abstract: The present disclosure relates to systems and methods for live gaming, remote gaming, and video stream switching. Various embodiments may stream a live video output of a gaming event to a plurality of remote user devices. The gaming event may be associated with a player machine being played by a live, local player. At least one remote user device may provide a wager corresponding to an outcome of a gaming event. Remote user devices may independently update the live video output to customize gameplay experience. The outcome of the gaming event may be provided, in real-time to the plurality of remote user devices, and wagers are resolved based on the outcome.

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